Knowledge Quest®

An Electronic Board Game

User's Guide

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In the game of Knowledge Quest, players score points by correctly answering multiple choice questions in knowledge categories.

Knowledge Quest is designed to be played by one person who scores all of the points, or by two people or two teams who compete.

Before the game begins, players:
- tell the computer how many people or teams will play
- set up the game board by selecting 5 (of the 12) knowledge categories
- choose a token to represent them on the game board
- set the timer (not available in Apple IIe), and
- if there are multiple players, roll a die (on the computer) to see who starts.

SYSTEM REQUIREMENTS

Knowledge Quest runs on these computers: IBM (or compatible) with DOS 2.0 or above, CGA graphics capability, and 256K RAM; Macintosh with 2 MB RAM and color; and Apple IIe with 64 kK RAM and color graphics capability.

RUNNING KNOWLEDGE QUEST

IBM (or compatible)

To run the game from your disk drive:
1. load DOS
2. place the Knowledge Quest disk in drive A or B
3. type KQ at the A > or B > and press RETURN.

Apple II
The Apple II program disks are self booting. Place the PROGRAM DISK in the drive and turn on the computer. If your Aplle II has more than one disk drive, **use only 1 drive** for this program.

Macintosh Place the disk in the drive and click on the owl icon from the Mac Menu Screen. To load onto a hard drive, drag the contents of the floppy into an untitled new folder.

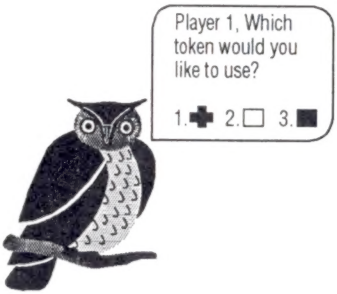
PLAYING KNOWLEDGE QUEST

The Game Board
After telling the Owl Guide if one person, two people or two teams are playing a game, players set up the game board.

A Knowledge Quest program contains over 1,000 questions in 12 knowledge categories. For each game, players select just 5 categories for the game board. The Owl Guide will ask the players to set up the game board.

As directed, type the number (or letter on Apple IIe) of a selected category and press the RETURN key. Do this five times. OR, at any point, type 13 (or M on Apple IIe) and press RETURN—the computer will randomly select all (or remaining) categories for the game board.

(Apple IIe version requires that you change from the program disk to EITHER question disk at this point.)



Choosing Tokens
After the game board is set up, the Owl Guide will ask you to choose a token to represent you on the game board.

(Apple IIe tokens are assigned by the computer.)

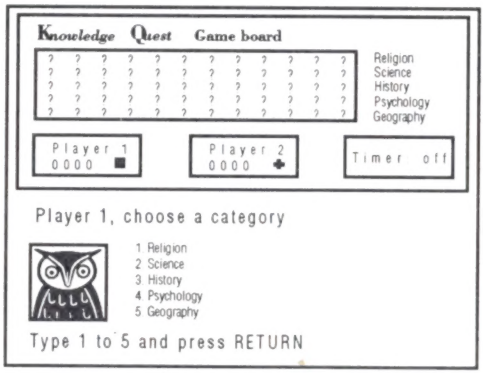
As you play, your token will appear on the game board to show which questions you answered correctly.

Setting the Timer
(This option is not available in the Apple IIe version.)

Next, the Owl Guide will ask you to set the timer. Select a timer speed of 8, 12, or 24 seconds by typing 1, 2, or 3. If you type 4, the timer will NOT be set and you will have as much time as you desire to answer the questions.

Rolling the Dice
If more than one person is playing the game, the Owl Guide will direct the roll of a dice (on the computer) to see which player has control of the board and goes first.

Board Control
You gain board control by (1) being the only player, (2) winning the roll of the die, (3) answering a question correctly that your opponent has missed.

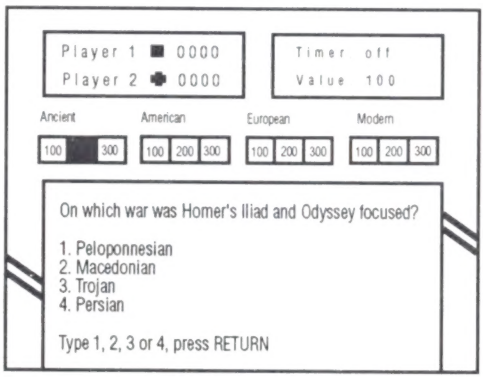


Playing the Game
The player in control of the board selects a category of questions to start the game.

Each of the twelve knowledge categories has a pool of questions from which the computer will select TWELVE questions and display them in FOUR SUBCATEGORIES.

For example, the subcategories for HISTORY are "Ancient," "American," "European," and "Modern." The blocks in each subcategory represent questions—an easier one worth 100 points, another worth 200, and a third worth 300.

The player in control may move the cursor to ANY of the twelve questions. (Sometimes, players like to attempt the 300-level questions first in order to maximize their scores; others prefer to select the easier ones to become familiar with a subcategory and retain board control.)



NOTE: On the Apple IIe version, players type A, B, C, or D to select a subcategory and 1, 2, or 3 to choose a difficulty level.

After selecting a question and pressing RETURN, the timer (if it is set) will start to count down.

The player in control of the board selects and answers questions (and scores points) until a question is answered incorrectly.

If more than one person is playing, when the player in control misses a question, the computer asks the other player to answer. If that player answers correctly, control of the board CHANGES but NO points are given until the new player selects a question and answers it correctly.

If both players miss a question, a new roll of the dice occurs, and play resumes.

A new category may be selected ONLY when control of the board changes, or when all questions in a category are attempted.

Players may always ask for an explanation of the answer to a question. Additional information about a question topic is usually given in the answer explanation!

To change an answer, before pressing RETURN, use the BACKSPACE key to erase your current selection and re-type your new selection.

NOTE: Prior to pressing RETURN, Apple II players can type on top of a selection to change an entry.

Ending the Game
The game ends when all sixty questions (12 questions in 5 categories) are attempted.

OR you may quit at any time by pressing Q on the keyboard (IBM) or choosing qiut from the Mac menu.

NOTE: Apple IIe ends by turning off the computer, or by removing the disk from the drive.

At the end of the game, the Owl Guide will appear on the game board screen. Players' tokens will appear in the squares of questions they answered correctly and their points will be shown—the player with the highest score (and most tokens) wins the game.

A FINAL NOTE

Because there are more than 1,000 questions on the disk and each game has 60 randomly selected questions, you can play many, many Knowledge Quest games and continue to be challenged.

Enjoy your quest....

Original concept and game design by Sally Coppus
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If you have questions, comments, or suggestions for enhancements, please write to CBE Services, Inc., 245 Highland Avenue, Arlington, MA 02174

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